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performance measures and any specific assistance needed; educate and train customers as their product uses change; permit vendors to discover and respond instantly to market shifts and opportunities; generate and test new ideas; enable customers to guide a vendor or a third party(ies) in satisfying their needs; and other means of using in-product communications to fit business operations with rapidly changing customers and markets By making two-way learning and information delivery part of the product and service environment, vendors or third parties can become faster, more efficient and accurate in designing, delivering and supporting what customers want to buy.

But 1.126
In the claims

Add the following new claims.

Sub D20
43. A system for use with units of a computer product that are in use respectively by different users, comprising

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a user interface which is part of each of the units of the computer product and provides a medium for two-way local interaction between the user and the unit of the product,

two-way dialogs that mediate two-way interaction between each of the users and the corresponding unit of the product via the user interface, each of the dialogs causing information and questions about use of the unit of the product to be conveyed to the user from the unit of the product and causing information and questions about use of the unit of the product to be conveyed from the user to the product, different ones of the